DISNEP'S

AGB-ADKE-USA

DONALD DUCK

ADVORGE ! ##

Instruction Booklet

Ubi Soft

www ub con

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching Involuntary movements Loss of awareness Disorientation

To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- · Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- · Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the
 correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



MILD VIOLENCE Visit www.esrb.org or call 1-800-771-3772 for rating information

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.



Nintendo®

NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO. © 2001 NINTENDO. ALL RIGHTS RESERVED.



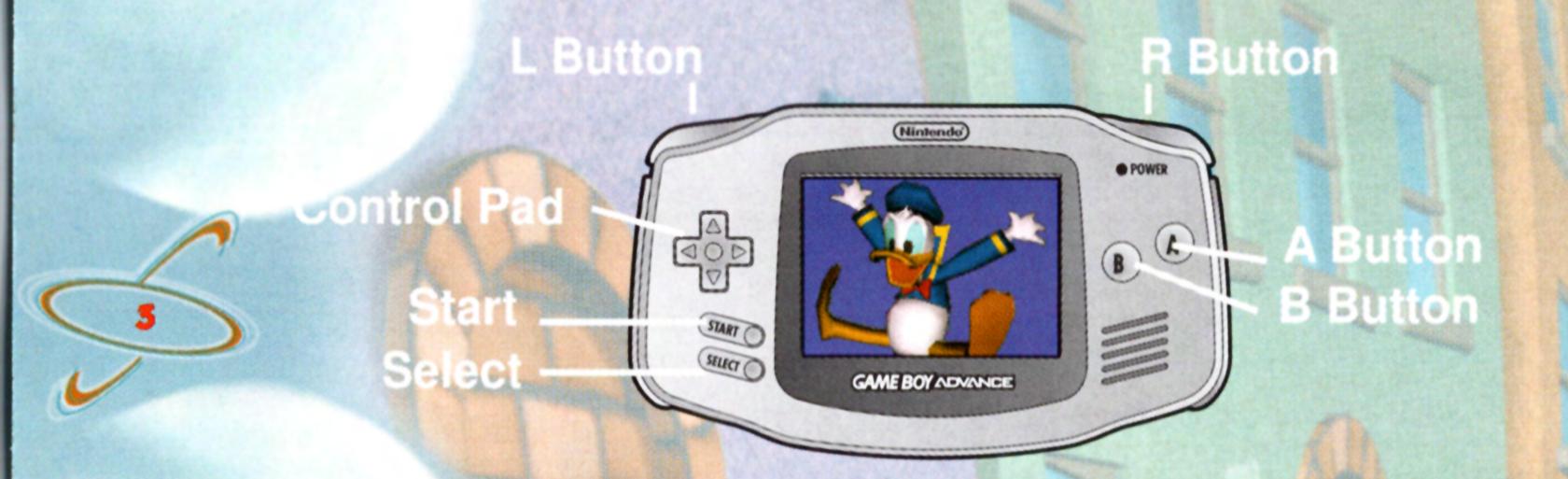
THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

TABLE OF CONTENTS

GETTING STARTED .		
CONTROLS		4
THE STORY		7
THE GAME		
THE MENUS	•••••••	10
THE INTERFACE		
DONALD'S MOODS.		
ITEMS		
CHARACTERS		
CREDITS	•••••	20
TECHNICAL SUPPORT	••••••	23
WARRANTY		25

GETTING STARTED



Place the Disney's Donald Duck Advance Game Pak in the Game Boy[®] Advance and set the power switch to ON. When the Title screen appears, press the A Button to begin the game.

CONTROLS

Walk:



Crawl:



Climb:



Jump:



Attack:



Run:



Press and hold \(\to \to \to \to \).

Press and hold $\downarrow \leftarrow$ or $\downarrow \rightarrow$.

Press and hold 1 or 1.



Press the A Button.

Press the B Button.

To run, press the R Button. To stop, press the R Button again. Or, press the \leftarrow or \rightarrow in the opposite direction that Donald is running.

Watch:



Double-jump:



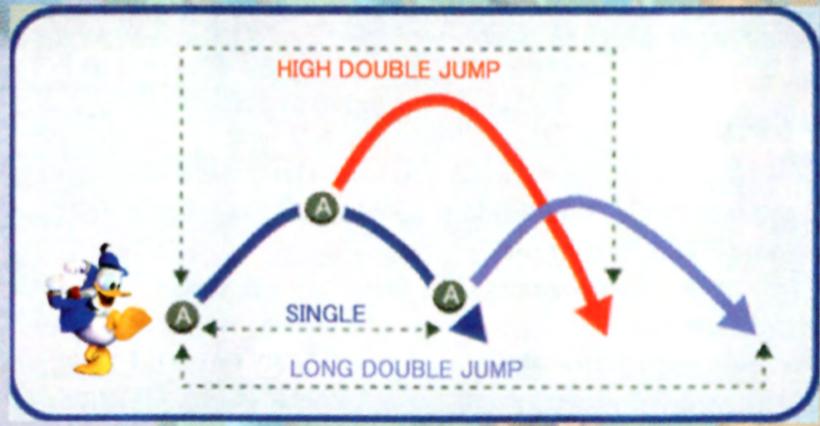
Look Up/Down:

Show/Hide the User Interface:

Pause Menu:

Press and hold the L Button to enter Watch Mode. In Watch Mode, press and hold (or) or \ or \ to see around the screen without moving Donald. Release the L Button to exit Watch Mode.

Press the A Button to Jump. Press the A Button again while Donald is in the air to jump higher and farther.

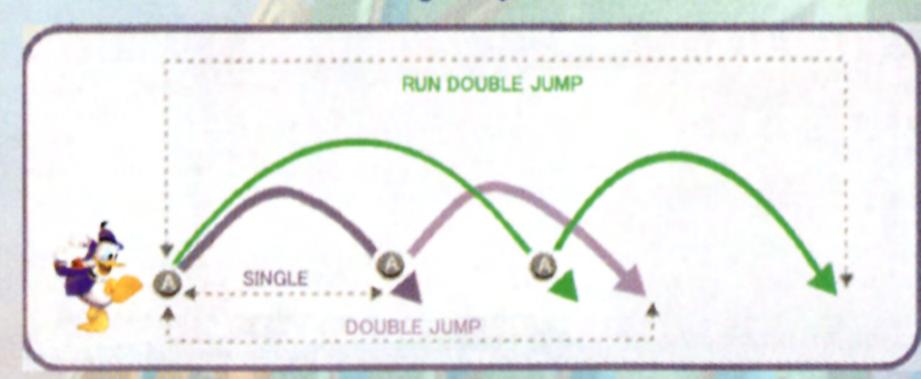


Press 1 and 1 while Donald is standing still.

Press SELECT.

Press START.

COMBOS Run + Double-jump:



A Double-jump while running will allow Donald to jump farther (but not higher) than a normal Double-jump.

Jump + Attack (attack in the air): Press the B Button while in the air.

Run + Attack (attack while running): Press the B Button while

running.

Fast Crawl:

To crawl fast while running, press and hold 1. Release 1 to continue running.

To crawl fast while crawling, press the R Button. Press the R Button again to stop crawling fast.

HINTS:

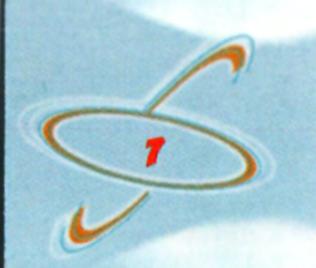
- In the 1st level, there are hints on the screen when you have to double-jump or run. Just follow the hints to try out the double-jump and running double-jump.
- If you still have any difficulty with the controls, you can watch the DEMO from the Main Menu.

THE DUCKBURG NEWS SPECIAL EDITION

FAMOUS REPORTER DAISY DISAPPEARS!

June 5 - The famous reporter, Daisy, was reported missing yesterday, after the transmission of the most daring report of her career was inexplicably interrupted. To everyone's amazement, Daisy had succeeded in getting into the secret temple of Merlock, the terrible magician. Yesterday morning, millions of television viewers were watching her live report on the local network. Unfortunately, just as Daisy was about to show us the fearful Merlock in his temple for the first time, catastrophe struck: Merlock discovered her. The picture broke up and no one knows what has become of Daisy. The population is dismayed. Rumor has it that the illustrious Donald Duck is hot on the trail to rescue Daisy. We hope to have more details soon.

Daisy, the famous journalist reported missing.



THE DUCKBURG NEWS SPECIAL EDITION

DONALD DUCK TO RESCUE DAISY! June 6 - The now illustrious and impetuous Donald Duck

June 6 - The now illustrious and impetuous Donald Duck has undertaken a perilous journey around the world to rescue Daisy. Our newspaper learned of this while interviewing Gyro Gearloose, a personal friend of both Daisy and Donald Duck. Thanks to one of Gyro's inventions, Donald will be able to be teleported across the world, and right into Merlock's temple to save Daisy. Here's what Gyro Gearloose had to say to us: "My teleporter will be able to send Donald to Merlock's temple, no problem. But first, we have to make it more powerful. That's why Donald is going around the world. I can't tell you anything more than that..." Remember that Daisy has been missing for 2 days (see our article of June 5). Everything points to her being

Merlock. The whole world has their fingers crossed in the hope that the unfailing Donald Duck can save her in time. More details in our next editions.

Donald Duck, in a picture taken for "Our Heroes" magazine.



The inventor, Gyro Gearloose, in "The Dictionary of Great Thinkers".

THE GAME MAIN GOAL

You have to survive the levels in all 4 worlds to rescue Daisy from the diabolical Merlock... Be brave, quick and strong!



Magic Books

Open the Magic Books throughout the worlds to charge the Energy Spheres. A timer is attached to the Magic Book (on top of the screen). Be sure to collect the Energy Sphere before the time runs out, or you'll have to open the Magic Book again.



Energy Spheres

Merlock has scattered the Teleporter's energy spheres around each of the worlds (3 per level). You have to get all 3 energy spheres of a level to be able to Teleport to the next level.



Gyro-Gamma-Tubal-Teleport

Use the Gyro-Gamma-Tubal-Teleporter to travel from one world into the next, and ultimately, to find Merlock.

Congratulations! Daisy is safe now... but Merlock is still free. To find him, Donald has to use Gyro's new invention, the Gyro-Gama-Tubal-Teleport.

Secondary Goal

To test your skills, collect all the stars in each level (including those from enemies). Each time you are successful, you will receive a piece of a photo. Collect all 16 pieces of the photo to view a special photo in the Gallery.

THE MENUS

Main Menu



New Game: Start a new adventure.

Leads you to the Password Menu, which allows you to continue a previous game by entering a password. Continue:

Shows a demonstration on how to play the Demo:

game.

Leads you to the Options Menu, in which you can switch the Sound FX and Music Option:

On or Off.

Gallery

Shows the pieces of the photo you have collected, to show off your skills. Each time you collect all of the stars in a level,

10

you will receive a piece of photo. Collect all 16 pieces of the photo to view a special photo of Daisy in the Gallery.

Lists the Team Members that created Disney's Donald Duck Advance. Credits:

Imput Password

Select the letter you want using the Control Pad.



- Validate with the A Button (the highlight will shift one position to the right, so you can choose the next letter).
- Cancel with the B Button (the highlight will shift one position to the left, so you can choose the correct letter). Once you have entered your password (wherever the highlight is), press Start.
 - If the password is correct, you will start playing.

- If the password is not correct, the Invalid Password page is displayed. Press any key to go back to the Password Menu and enter the password again.

Option



Use \uparrow and \downarrow to select the option you wish to customize (the selected one is highlighted yellow). Use \leftarrow and \rightarrow to switch the options On/Off.

Confirm by pressing the A Button. Cancel (or go back to the Main Menu) by pressing the B Button.



THE INTERFACE

State Meter:

Life Counter:

Magic Book:

Timer:

Energy Spheres:

Star Counter:

Indicates Donald's mood.

Shows the number of lives remaining.

Appears only when the book is opened.

Indicates time left for the Magic Book to be open.

Shows the number of Energy Spheres collected.

Counts the number of stars collected.

Note: 100 Stars = One Extra Life





12

In the boss level, Merlock's Health Meter is also shown on the interface.



Merlock's Health Meter

IN-GAME SCREENS Pause Menu:

When you press START during a level, an in-game menu appears. In this menu you can quit or resume the game.



13

Level End Screen:
A screen will be shown after you finish each level. This gives you a new password and a piece of the photo if you collected all the stars in a level.



Level Selection Menu:

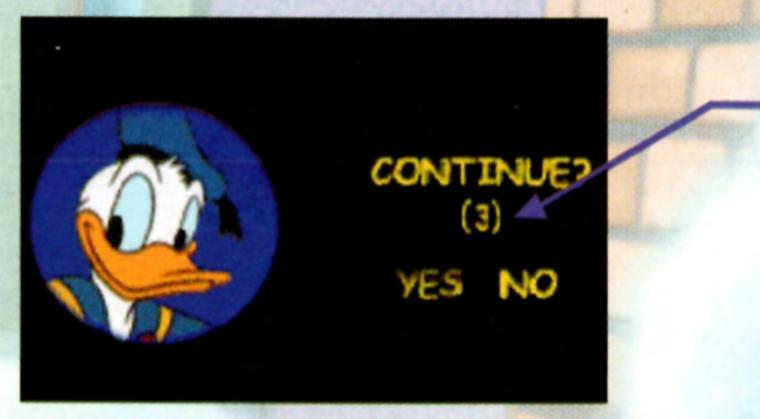
A menu like the screen below will be shown after the Level End Screen. You can select available levels in this menu by using the Control Pad. You can also see whether or not you have collected the piece of photo in this level.

Level name

BUCKBURG 2

Continue Screen:

This screen will be shown when Donald has no more lives left. This screen gives you 3 chances to continue, if you choose YES. If you choose No, the game is over.



Chances to continue

DONALD'S MOODS

HAPPY

This is Donald's normal state. You have to keep him happy as long as you can.

Hit Point: 2

ANGRY

Be careful! Donald is
Angry because he has
been hit once. If
he is hit another
time, he will
lose a life.
Hit point: 1

BERSERK

When Donald is hit, he becomes berserk and is invincible for 3 seconds.





Gyro-Gamma-Tubal-Teleport

Sends Donald to the next level.



Energy Sphere

3 energy spheres active the teleport.



Magic Book

Open the book to charge the related energy sphere.



Checkpoint

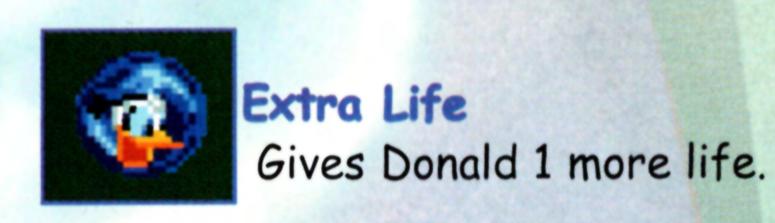


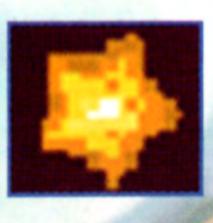
When Donald loses a life, he will restart at this point in the level.

Milkshake



Improves Donald's mood and gives him 1 extra hit point when he is angry.

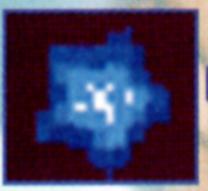




Yellow Star

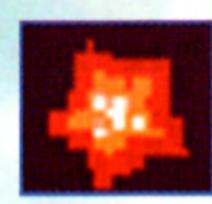
100 of these give Donald 1 extra life; they also lead you in the right direction.





Blue Star

Gives Donald 5 yellow stars.



Red Star

Gives Donald 10 yellow stars.

CHARACTERS

DONALD DUCK

Donald is impatient and aggressive, it's true!

And what a temper, wow!! But, Donald is also a devoted and sincere friend. He's always there when his friends need him. He won't let anything stop him from helping them. Daisy's in trouble?

Donald's already on his way! So, Donald will go to the ends of the earth to save Daisy! And it's not just to impress her. He really loves her, and will rest only once he knows she's safe.

DAISY

Daisy is an outstanding reporter, respected by all of her co-workers. She's a perfectionist, and never stops working on something she's doing until it's exactly the way she wants it. Daisy has one thing in mind: Getting the news scoop of the century by sneaking into the temple of Merlock, the terrible magician!

GYRO GEARLOOSE

Gyro likes to believe he "invented it all"!
Unfortunately, his inventions often look
strange and unreliable. But, they work! Gyro is
kind and generous. For Donald, Gyro is a trusted
guide and ally. Thanks to his invention, the
Gyro-Gamma-Tubal-Teleport, Gyro guides Donald
to the ends of the earth to save Daisy.

MERLOCK

Merlock is an evil and unscrupulous breed. He dreams of taking over the world. Thanks to the jewel he wears around his neck, his magic powers are awesome and startling. He lives in an ancient temple that's almost impossible to find!

CREDITS

UBI SOFT'S GAME DEVELOPMENT TEAM

Project Manager Liu Jun

Game Design and Lead Level Design Sun Wei

Lead Programming and Lead Info-design Liu Wei

Lead Graphics and Lead
Animation
Xie Bin

Storyline Alexis Nolent

Level Design Xu Meng, Yu Fei

Graphics
Yang Shen, Zhou Ye

Animation

Zheng Min, Chang Jiu Jie, Jiang Qing Hui

Programming

Liu Xiao Mei, Ma Zhen, Wang Feng Quan, Duan Xue Dong

Info Design
Gu Yu, Ying Yi Ting

Sound Xu Jin

Data Manager Meng Jin Jie, Shi Zhao

Localization

Jean-Sebastien Ferey, Akira Kato, Yao Sheng

Storyboard
Fan Yu Qin, Liu Xiao
Hong

Testing
Chief Tester
Chen Bing

Testers

An Tao, Huang Fan, Ren Juan, Wang Yao

Planning Lu Wei Xin

Hardware Manufacturer
Approval Coordinator
Nikola Milisavljevic,
Willie Wareham

20

WANAGEMENT

Ubi Soft - President -General Director Yves Guillemot

World Production
Manager
Christine Burgess
Quemard

Producer Serge Hascoet

International Content Manager Benoit Galarneau

China - Managing Director Corinne Le Roy

China - Project
Director
Weng Ying Ming

China - Software Studio Manager Olivier Chappe

China - Info Design Studio Manager Wu Jun

China - Design Studio Manager Ye Wei

China - Graphic Studio Manager Jean-Michel Tari China - Animation Studio Manager Gu Jie

China - Sound Design Studio Manager Adrian Jones

China - Data
Management Studio
Manager
Zong Jin

China - Test Studio Manager Bai Hai Lei

China - Planning Studio Manager Lan Hai Wen

MARKETING

EMEA Marketing
Team
Laura Gelis
Judit Barta

US Marketing Team

Group Brand Manager Mona Hamilton

Brand Manager Jean Raymond

Packaging Design Kari Dahl Olsson

Public Relations Sandra Yee, Dana Whitney

Promotions
Jag Kanda

DISNEY INTERACTIVE

Producer Luigi Priore

Associate Producer William "Chip" Beaman

Senior Producer Fritz Bronner

Character Art Direction John Loter Mary Ann Ramirez

Marketing Manager Mike Breslin

Assistant Manager, Marketing Services Nina Harju

Marketing Manager, Europe Carole Degoulet

Localization Manager, Europe Catherine Duperron

With The Voice
Talents of
Tony Anselmo
Corey Burton

Disney Character Voices
Rick Dempsey
Susie Lum
Beth Glenday
Douglas Carrigan
Randy Coppinger
Vicki Rondou
Ned Lott

Rita Kedineoglu Susan Ryan

SPECIAL THANKS TO:

Jean-Marc Geffroy Nicola Aitoro Wang Ning Yan Bing Hirofumi Motoyama Dan Winters Patrick Larkin Emiko Yamamoto Philippe Juton Tamira Webster Bill Kispert Sue Fuller Christina Vann Renee Johnson Joel Goodsell The Disney Interactive Console Game Group Willie Wareham Laurent Detoc Randy Gordon Jay Cohen David Bamberger Jenifer Groeling Rich Kubiszewski Anthony Franco Kawai Carvalho Kristen Hecht



TECHNICAL SUPPORT

Before contacting Ubi Soft Technical Support, please carefully read through this manual. Also, help is available online at http://www.ubisoft.com/support. If you are unable to find an answer to your question using the web site or the manual, please contact us via one of the following methods:

CONTACT US OVER THE INTERNET: http://www.ubisoft.com/support

This site takes you to the Ubi Soft Solution Center. Here you can browse our FAQ listings, or search the solution database for the most recently updated information since the game's release. Or, for fastest email response, you can send in a request for Personal Assistance from a Technical Support Representative.

CONTACT US BY E-MAIL:

For fastest response via email, please visit our web site at: http://www.ubisoft.com/support From this site, you can enter the Ubi Soft Solution Center where you can send in a request for Personal Assistance from a Technical Support Representative. You can also contact our Ubi Soft Support by e-mailing them directly at: support@ubisoft.com. It may take anywhere from 24-72 hours for us to respond to your e-mail depending upon the volume of messages we receive and the nature of your problem.



CONTACT US BY PHONE:

You can also contact us by phone by calling (919) 460-9778. Note that this number is for technical assistance only. We cannot give hints or tips over the Technical Support line. When calling our Technical Support line, please make sure you are at the game. Be advised that our Technical Support Representatives are available to help you Monday - Friday from 9 am - 9 pm (Eastern Standard Time), excluding holidays. While we do not charge for technical support, normal long distance charges apply. To avoid long distance charges, or to contact a support representative directly after these hours, please feel free to use one of the other support avenues listed above. Email responses usually receive a response in less than 2 business days. If we receive your email, you will receive a response!

CONTACT US BY STANDARD MAIL:

Please do not send returns directly to Ubi Soft without first contacting a Technical Support Representative. If you need to return a product, review the Replacement policy / Warranty in this manual.



WARRANTY

UBI SOFT LIMITED WARRANTY

Ubi Soft warrants to the original purchaser of its products that the products would be free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. Ubi Soft products are sold "as is", without any expressed or implied warranties of any kind, and Ubi Soft is not liable for any losses or damages of any kind resulting from use of its products. Ubi Soft agrees for a period of ninety (90) days to either replace defective product free of charge provided you return the defective item with dated proof of purchase to the store from which the product was originally purchased or repair or replace the defective product at its option free of charge, when accompanied with a proof of purchase and sent to our offices postage prepaid. This warranty is not applicable to normal wear and tear, and shall be void if the defect in the product is found to be as a result of abuse, unreasonable use, mistreatment or neglect of the product.

LIMITATIONS

This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on, or obligate Ubi Soft. Any implied warranties applicable to Ubi Soft products, including warranties of merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will Ubi Soft be liable for any special, incidental, or consequential damages resulting from possession, use, or malfunction of Ubi Soft products. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of

incidental or consequential damages. So the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights that vary from state to state.

NOTICE

Ubi Soft reserves the right to make improvements in its products at any time and without notice. Refunds: Ubi Soft cannot provide refunds or otherwise process returns for credit of any kind other than an identical product replacement. Any product refund request must occur at the place of purchase, as the individual retail outlets set their own refund policy. This policy covers identical product replacements only. Product / Documentation Replacements: Please contact Ubi Soft Technical Support before sending your product to us. In many cases, a replacement is not the best solution. Our support representatives will help you determine if a replacement is necessary or available.

TO RETURN WITHIN THE 90-DAY WARRANTY PERIOD:

Please return the product (media only) along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address and phone number to the address below. If the product was damaged through misuse or accident, or if you do not have a dated sales receipt, then this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

26

TO RETURN AFTER THE 90-DAY WARRANTY PERIOD:

Please return the product (media only) along with a check or money order for the amount corresponding to your product (see replacement fees below) made payable to Ubi Soft, a brief description of the difficulty you are experiencing including your name, address and phone number to the address below.

ADDRESS:

Ubi Soft Replacements
2000 Aerial Center Pkwy, Ste 110

Morrisville, NC 27560 Phone: 919-460-9778

Hours: 9am - 9pm (EST), M-F



REPLACEMENT FEES

Our most recent replacement fee schedule is available online. Please visit the support section of http://www.ubisoft.com for an updated price list.

WARRANTY ADDRESS AND CONTACT INFORMATION:

Email: replacements@ubisoft.com

Please use a traceable delivery method when sending products to Ubi Soft.

©2001 Disney. ©2001 Ubi Soft, Inc. Ubi Soft and the Ubi Soft Entertainment logos are registered trademarks of Ubi Soft, Inc. All Rights Reserved. Game Boy, Game Boy Color and the official seal are trademarks of Nintendo of America Inc. ©1989, 1998 Nintendo of America Inc. The ratings icon is a trademark of the Interactive Digital Software Association.



Walt Disney's Snow White and the Seven Dwarfs



Available November 2001!







Ubi Soft Entertainment, Inc. 625 3rd Street, 3rd Floor San Francisco, CA 94107 Journey into Walt Disney's enchanting adventure as the Fairest Princess of All!

Help Snow White avoid the evil clutches of the jealous Queen and seek refuge in the Dwarfs' forest home. Beware of strangers peddling apples and find Prince Charming, your true love, to live happily ever after.

- An Animated Storybook on Your Game Boy® Color!: Beat each challenge to follow the classic story of Walt Disney's Snow White and the Seven Dwarfs
- Find All Your Favorite Characters: Snow White, Dopey, Happy, Grumpy, Sleepy, Sneezy, Bashful and Doc, Prince Charming and the wicked Queen
- Two Modes of Fun:
- In Story Mode, explore 7 levels and win bonus games to unlock chapters of the delightful tale
- Discover exciting mini-games and challenging puzzles in Playground Mode

PRINTED IN USA

©2001 Disney. ©2001 Ubi Soft, Inc. Ubi Soft and the Ubi Soft Entertainment logos are registered trademarks of Ubi Soft, Inc. All Rights Reserved.

Game Boy, Game Boy Color and the official seal are trademarks of Nintendo of America Inc. @1989, 1998 Nintendo of America Inc. The ratings icon is a trademark of the Interactive Digital Software Association.